RONIECE RICARDO

Full-Stack Software Engineer

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PERSONAL SUMMARY

full-stack software engineer with 7+ years of experience building user-facing and platform tools using Ruby on Rails, Go, JavaScript, TypeScript, and React. strong background in developer tooling, documentation systems, and community platforms. skilled in cross-functional collaboration, system refactors, and mentoring newer engineers.

TECHNICAL SKILLS

JavaScript (ES6+), TypeScript, React, Redux, GraphQL, Ruby on Rails, Go, HTML, CSS, SQL (PostgreSQL, SQLite), Git, Heroku, GitHub Actions, REST APIs, CI/CD, Kubernetes (basic exposure)

EXPERIENCE

GitHub

Software Engineer III — Sep 2023 – Present
Software Engineer II — Aug 2021 – Sep 2023
- contributed to GitHub Discussions (Ruby on Rails + GraphQL), adding features to improve community engagement
- developed backend and frontend enhancements for GitHub Education - maintained the GitHub Feed, integrating Go-powered data with a Ruby on Rails rendering layer
- modernized documentation tooling in GitHub Docs using TypeScript and internal libraries
- completed a rotation with the Ruby Architecture team, improving platform stability

Rhino

Software Engineer — Nov 2019 – Jun 2021
- implemented a new coverage workflow in a Rails monolith, improving property owner onboarding
- launched landlord self-service enrollment UI with React and Redux, reducing ops team load
- co-led homepage redesign efforts in collaboration with product and design teams
- created and standardized interview rubrics to support equitable hiring processes

Flatiron School (via WeWork)

Software Engineering Coach — Oct 2018 – Jun 2019
- taught Ruby, Rails, JavaScript, and React to full-time immersive students
- led lectures and mentored students through technical challenges and capstone projects
- optimized internal instructor tooling using Rails and simple front-end enhancements

Polar Notion

Software Engineer (Contract) — Jul 2019 – Oct 2019
- scoped and delivered MVPs for early-stage startups using Rails and vanilla JS
- collaborated with designers on product features and UX improvements
- performed code reviews and participated in agile planning cycles

EDUCATION

Flatiron School
Software Engineering Immersive — 2018
Borough of Manhattan Community College
AA Liberal Arts — 2017